

## Abstract of Disclosure

[0027] A design and process of theme-based park or game location for three-dimensional interactive digital games with a juxtaposition of human or non-human characters in digitally rendered animation with interactive, participatory, experiential games for children and families. The location provides an exhibition display animated characters in a three-dimension photo realistic environment which, in turn creates a thematic environment. The same characters are used in digitally rendered three-dimension photo-realistic forming a game location (for example: G.I. Joe characters in the exhibition and the same characters with all G.I. Joe accessories creating an environment for a game - say laser tag) for children to play physical-digital interactive, participatory, experiential games with their human or non-human digitally rendered animated characters. Players (children) play games using a device or set of devices (also referred as media or apparatus) that has computer application and software code which allows the device or set of devices to interact with the three-dimension photo-realistic digitally rendered characters in the environment. The device or set of devices also allows more than one users to interact with the player through the screen on the device to play the game.

The three-dimensional interactive digital game location is a fully-tested commercially viable opportunity which is an integration (computer software integration) of a) the three-dimensional projection, b) three-dimension screen, c) digital video camera, d) audio microphone and speakers f) computer generated animated characters; g) computer developed game engine h) computer generated sensors j) three-dimension glass with audio k) device or set of device with embedded computer software to interact with all the devices almost seamlessly (these will be patented separately). This human-technology interactivity location will be an attraction to many children. As the cost of integration goes down the facility can be installed in the schools and institutions for many other use such as teaching and real-life simulation.